```
EEEEEEEEEEEEEEE  DDDDDDDDDDD     TTTTTTTTTTTTTTT
EEEEEEEEEEEEEEE  DDDDDDDDDDDD    TTTTTTTTTTTTTTT
EEEEEEEEEEEEEEE  DDDDDDDDDDDD    TTTTTTTTTTTTTTT
EEE              DDD         DDD      TTT
EEE              DDD          DDD     TTT
EEE              DDD          DDD     TTT
EEE              DDD          DDD     TTT
EEE              DDD          DDD     TTT
EEE              DDD          DDD     TTT
EEEEEEEEEEEE     DDD          DDD     TTT
EEEEEEEEEEEE     DDD          DDD     TTT
EEEEEEEEEEEE     DDD          DDD     TTT
EEE              DDD          DDD     TTT
EEE              DDD          DDD     TTT
EEE              DDD          DDD     TTT
EEE              DDD          DDD     TTT
EEE              DDD          DDD     TTT
EEE              DDD          DDD     TTT
EEEEEEEEEEEEEEE  DDDDDDDDDDD         TTT
EEEEEEEEEEEEEEE  DDDDDDDDDDDD        TTT
EEEEEEEEEEEEEEE  DDDDDDDDDDDD        TTT
EEEEEEEEEEEEEEE  DDDDDDDDDDDD        TTT
```

FILEID**SCRNEWDEL

```
  SSSSSSSS    CCCCCCCC  RRRRRRRR    NN      NN  EEEEEEEEEE  WW      WW  DDDDDDDD    EEEEEEEEEE  LL
  SSSSSSSS    CCCCCCCC  RRRRRRRR    NN      NN  EEEEEEEEEE  WW      WW  DDDDDDDD    EEEEEEEEEE  LL
SS          CC          RR      RR  NN      NN  EE          WW      WW  DD      DD  EE          LL
SS          CC          RR      RR  NN      NN  EE          WW      WW  DD      DD  EE          LL
SS          CC          RR      RR  NNNN    NN  EE          WW      WW  DD      DD  EE          LL
SS          CC          RR      RR  NNNN    NN  EE          WW      WW  DD      DD  EE          LL
  SSSSSS    CC          RRRRRRRR    NN  NN  NN  EEEEEEEE    WW      WW  DD      DD  EEEEEEEE    LL
  SSSSSS    CC          RRRRRRRR    NN  NN  NN  EEEEEEEE    WW      WW  DD      DD  EEEEEEEE    LL
        SS  CC          RR   RR     NN    NNNN  EE          WW  WW  WW  DD      DD  EE          LL
        SS  CC          RR   RR     NN    NNNN  EE          WW  WW  WW  DD      DD  EE          LL
        SS  CC          RR    RR    NN      NN  EE          WWWW  WWWW  DD      DD  EE          LL                  ....
        SS  CC          RR    RR    NN      NN  EE          WWWW  WWWW  DD      DD  EE          LL                  ....
SSSSSSSS      CCCCCCCC  RR      RR  NN      NN  EEEEEEEEEE  WW      WW  DDDDDDDD    EEEEEEEEEE  LLLLLLLLLL          ....
SSSSSSSS      CCCCCCCC  RR      RR  NN      NN  EEEEEEEEEE  WW      WW  DDDDDDDD    EEEEEEEEEE  LLLLLLLLLL          ....

LL              IIIIII      SSSSSSSS
LL              IIIIII    SSSSSSSS
LL                II    SS
LL                II    SS
LL                II    SS
LL                II    SS
LL                II      SSSSSS
LL                II      SSSSSS
LL                II            SS
LL                II              SS
LL                II              SS
LL                II              SS
LLLLLLLLLL      IIIIII    SSSSSSSS
LLLLLLLLLL      IIIIII    SSSSSSSS
```

EDTS
V04-

```
;  1     0001  0 %TITLE 'EDT$SCRNEWDEL - delete a line from the screen'
;  2     0002  0 MODULE EDT$SCRNEWDEL (                          ! delete a line from the screen
;  3     0003  0                 IDENT = 'V04-000'                       ! File: SCRNEWDEL.BLI Edit: JBS1007
;  4     0004  0                 ) =
;  5     0005  1 BEGIN
;  6     0006  1 !
;  7     0007  1 !*****************************************************************************
;  8     0008  1 !*                                                                           *
;  9     0009  1 !*  COPYRIGHT (c) 1978, 1980, 1982, 1984 BY                                  *
; 10     0010  1 !*  DIGITAL EQUIPMENT CORPORATION, MAYNARD, MASSACHUSETTS.                    *
; 11     0011  1 !*  ALL RIGHTS RESERVED.                                                     *
; 12     0012  1 !*                                                                           *
; 13     0013  1 !*  THIS SOFTWARE IS FURNISHED UNDER A LICENSE AND MAY BE USED AND COPIED   *
; 14     0014  1 !*  ONLY IN  ACCORDANCE WITH  THE  TERMS  OF  SUCH  LICENSE  AND WITH THE  *
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; 16     0016  1 !*  COPIES THEREOF MAY NOT BE PROVIDED OR OTHERWISE MADE AVAILABLE TO ANY   *
; 17     0017  1 !*  OTHER PERSON.  NO TITLE TO AND OWNERSHIP OF  THE  SOFTWARE IS  HEREBY   *
; 18     0018  1 !*  TRANSFERRED.                                                             *
; 19     0019  1 !*                                                                           *
; 20     0020  1 !*  THE INFORMATION IN THIS SOFTWARE IS  SUBJECT TO CHANGE WITHOUT NOTICE   *
; 21     0021  1 !*  AND  SHOULD  NOT  BE  CONSTRUED AS  A COMMITMENT BY DIGITAL EQUIPMENT   *
; 22     0022  1 !*  CORPORATION.                                                             *
; 23     0023  1 !*                                                                           *
; 24     0024  1 !*  DIGITAL ASSUMES NO RESPONSIBILITY FOR THE USE  OR  RELIABILITY OF ITS   *
; 25     0025  1 !*  SOFTWARE ON EQUIPMENT WHICH IS NOT SUPPLIED BY DIGITAL.                  *
; 26     0026  1 !*                                                                           *
; 27     0027  1 !*                                                                           *
; 28     0028  1 !*****************************************************************************
; 29     0029  1 !
; 30     0030  1
; 31     0031  1 !++
; 32     0032  1 ! FACILITY:     EDT -- The DEC Standard Editor
; 33     0033  1 !
; 34     0034  1 ! ABSTRACT:
; 35     0035  1 !
; 36     0036  1 !       This module updates the screen information data structure to
; 37     0037  1 !       reflect the deletion of a line.
; 38     0038  1 !
; 39     0039  1 ! ENVIRONMENT:  Runs at any access mode - AST reentrant
; 40     0040  1 !
; 41     0041  1 ! AUTHOR: Sharon M. Burlingame, CREATION DATE: September 15, 1982
; 42     0042  1 !
; 43     0043  1 ! MODIFIED BY:
; 44     0044  1 !
; 45     0045  1 ! 1-001 - Original.  SMB 15-Sep-1982.
; 46     0046  1 ! 1-002 - Fix up the original to conform to new design.  SMB 10-Oct-1982
; 47     0047  1 ! 1-003 - Add more code to remove existing bugs.  SMB 26-Oct-1982
; 48     0048  1 ! 1-004 - Change updating of the screen pointers.  JBS 29-Oct-1982
; 49     0049  1 ! 1-005 - Don't set the rebuild flag.  JBS 03-Jan-1983
; 50     0050  1 ! 1-006 - Also invalidate EDT$$A_CSR_SCRPTR if it is deleted.  JBS 20-May-1983
; 51     0051  1 ! 1-007 - Improve the appearance of the listing.  JBS 17-Jun-1983
; 52     0052  1 !--
; 53     0053  1
```

```
;    55          0054  1 %SBTTL 'Declarations'
;    56          0055  1 !
;    57          0056  1 ! TABLE OF CONTENTS:
;    58          0057  1 !
;    59          0058  1
;    60          0059  1 REQUIRE 'EDTSRC:TRAROUNAM';
;    61          0498  1
;    62          0499  1 FORWARD ROUTINE
;    63          0500  1     EDT$$SC_LNDEL : NOVALUE;
;    64          0501  1
;    65          0502  1 !
;    66          0503  1 ! INCLUDE FILES:
;    67          0504  1 !
;    68          0505  1
;    69          0506  1 REQUIRE 'EDTSRC:EDTREQ';
;    70          0641  1
;    71          0642  1 !
;    72          0643  1 ! MACROS:
;    73          0644  1 !
;    74          0645  1 !       NONE
;    75          0646  1 !
;    76          0647  1 ! EQUATED SYMBOLS:
;    77          0648  1 !
;    78          0649  1 !       NONE
;    79          0650  1 !
;    80          0651  1 ! OWN STORAGE:
;    81          0652  1 !
;    82          0653  1 !       NONE
;    83          0654  1 !
;    84          0655  1 ! EXTERNAL REFERENCES:
;    85          0656  1 !
;    86          0657  1 !       In the routine
```

```
;    88          0658  1 %SBTTL 'EDT$$SC_LNDEL  - delete a line from the screen'
;    89          0659  1
;    90          0660  1 GLOBAL ROUTINE EDT$$SC_LNDEL (                    ! Delete a line from the screen
;    91          0661  1     SCRPTR                                        ! Screen pointer to delete
;    92          0662  1     ) : NOVALUE =
;    93          0663  1
;    94          0664  1 !++
;    95          0665  1 ! FUNCTIONAL DESCRIPTION:
;    96          0666  1 !
;    97          0667  1 !       Update the screen line information structure by
;    98          0668  1 !       releasing the memory to the pool of available storage.
;    99          0669  1 !       Update various screen line pointers as necessary.
;   100          0670  1 !
;   101          0671  1 ! FORMAL PARAMETERS:
;   102          0672  1 !
;   103          0673  1 !       NONE
;   104          0674  1 !
;   105          0675  1 ! IMPLICIT INPUTS:
;   106          0676  1 !
;   107          0677  1 !       EDT$$G_MEM_CNT
;   108          0678  1 !       EDT$$A_BOT_SCRPTR
;   109          0679  1 !       EDT$$A_EOB_SCRPTR
;   110          0680  1 !       EDT$$A_TOP_SCRPTR
;   111          0681  1 !       EDT$$A_FST_AVLN
;   112          0682  1 !       EDT$$A_FST_SCRPTR
;   113          0683  1 !       EDT$$A_LST_SCRPTR
;   114          0684  1 !       EDT$$A_CSR_SCRPTR
;   115          0685  1 !       EDT$$L_CUR_SCRLN
;   116          0686  1 !
;   117          0687  1 ! IMPLICIT OUTPUTS:
;   118          0688  1 !
;   119          0689  1 !       EDT$$G_MEM_CNT
;   120          0690  1 !       EDT$$A_BOT_SCRPTR
;   121          0691  1 !       EDT$$A_EOB_SCRPTR
;   122          0692  1 !       EDT$$A_TOP_SCRPTR
;   123          0693  1 !       EDT$$A_FST_AVLN
;   124          0694  1 !       EDT$$A_FST_SCRPTR
;   125          0695  1 !       EDT$$A_LST_SCRPTR
;   126          0696  1 !       EDT$$A_CSR_SCRPTR
;   127          0697  1 !       EDT$$L_CUR_SCRLN
;   128          0698  1 !
;   129          0699  1 ! ROUTINE VALUE:
;   130          0700  1 !
;   131          0701  1 !       NONE
;   132          0702  1 !
;   133          0703  1 ! SIDE EFFECTS:
;   134          0704  1 !
;   135          0705  1 !       NONE
;   136          0706  1 !
;   137          0707  1 !--
;   138          0708  1
;   139          0709  2     BEGIN
;   140          0710  2
;   141          0711  2     EXTERNAL
;   142          0712  2         EDT$$G_MEM_CNT,                           ! Allocated memory count
;   143          0713  2         EDT$$A_BOT_SCRPTR : REF SCREEN_LINE,      ! Bottom screen pointer
;   144          0714  2         EDT$$A_EOB_SCRPTR : REF SCREEN_LINE,      ! EOB screen pointer
```

```
;  145     0715  2          EDT$$A_TOP_SCRPTR : REF SCREEN_LINE,    ! Top screen pointer
;  146     0716  2          EDT$$A_CSR_SCRPTR : REF SCREEN_LINE,    ! Current screen pointer
;  147     0717  2          EDT$$A_FST_AVLN : REF SCREEN_LINE,      ! First available screen info memory
;  148     0718  2          EDT$$A_FST_SCRPTR : REF SCREEN_LINE,    ! Pointer to first screen line info
;  149     0719  2          EDT$$A_LST_SCRPTR : REF SCREEN_LINE;    ! Pointer to last screen line info
;  150     0720  2
;  151     0721  2      MAP
;  152     0722  2          SCRPTR : REF SCREEN_LINE;               ! Screen pointer parameter
;  153     0723  2
;  154     0724  2      LOCAL
;  155     0725  2          NXT_ADDR : REF SCREEN_LINE,             ! Address of next line info
;  156     0726  2          PREV_ADDR : REF SCREEN_LINE;            ! Address of previous line info
;  157     0727  2
;  158     0728  2  !+
;  159     0729  2  ! Find the next and previous pointers of the line being deleted.
;  160     0730  2  !-
;  161     0731  2      NXT_ADDR = .SCRPTR [SCR_NXT_LINE];
;  162     0732  2      PREV_ADDR = .SCRPTR [SCR_PRV_LINE];
;  163     0733  2  !+
;  164     0734  2  ! Check for deleting the first line of the screen data base.
;  165     0735  2  !-
;  166     0736  2
;  167     0737  2      IF (.EDT$$A_FST_SCRPTR EQLA .SCRPTR)
;  168     0738  2      THEN
;  169     0739  3          BEGIN
;  170     0740  3          EDT$$A_FST_SCRPTR = .NXT_ADDR;
;  171     0741  3          EDT$$A_FST_SCRPTR [SCR_PRV_LINE] = 0;
;  172     0742  3          END;
;  173     0743  2
;  174     0744  2  !+
;  175     0745  2  ! Check for deleting the last line of the screen data base.
;  176     0746  2  !-
;  177     0747  2
;  178     0748  3      IF (.SCRPTR EQLA .EDT$$A_LST_SCRPTR)
;  179     0749  2      THEN
;  180     0750  3          BEGIN
;  181     0751  3          EDT$$A_LST_SCRPTR = .PREV_ADDR;
;  182     0752  3          EDT$$A_LST_SCRPTR [SCR_NXT_LINE] = 0;
;  183     0753  2          END;
;  184     0754  2
;  185     0755  2  !+
;  186     0756  2  ! Check for EOB deleted off the screen
;  187     0757  2  !-
;  188     0758  2
;  189     0759  2      IF (.EDT$$A_EOB_SCRPTR EQLA .SCRPTR) THEN EDT$$A_EOB_SCRPTR = 0;
;  190     0760  2
;  191     0761  2  !+
;  192     0762  2  ! Check for deleting the top line from the data base.
;  193     0763  2  !-
;  194     0764  2
;  195     0765  2      IF (.EDT$$A_TOP_SCRPTR EQLA .SCRPTR) THEN EDT$$A_TOP_SCRPTR = 0;
;  196     0766  2
;  197     0767  2  !+
;  198     0768  2  ! Check for deleting the bottom line from the data base.
;  199     0769  2  !-
;  200     0770  2
;  201     0771  2      IF (.EDT$$A_BOT_SCRPTR EQLA .SCRPTR) THEN EDT$$A_BOT_SCRPTR = 0;
```

```
;   202          0772  2
;   203          0773  2 !+
;   204          0774  2 ! Check for deleting the current line from the data base.  This will likely
;   205          0775  2 ! cause the screen data base to get rebuilt.
;   206          0776  2 !-
;   207          0777  2
;   208          0778  2     IF (.EDT$$A_CSR_SCRPTR EQLA .SCRPTR) THEN EDT$$A_CSR_SCRPTR = 0;
;   209          0779  2
;   210          0780  2 !+
;   211          0781  2 ! Fix up the previous and next pointers.
;   212          0782  2 !-
;   213          0783  2
;   214          0784  2     IF (.PREV_ADDR NEQA 0) THEN PREV_ADDR [SCR_NXT_LINE] = .NXT_ADDR;
;   215          0785  2
;   216          0786  2     IF (.NXT_ADDR NEQA 0) THEN NXT_ADDR [SCR_PRV_LINE] = .PREV_ADDR;
;   217          0787  2
;   218          0788  2 !+
;   219          0789  2 ! The line being deleted is indicated by SCRPTR.  If there
;   220          0790  2 ! are no screen line buffers in the free list, then start
;   221          0791  2 ! a new list; otherwise add the memory to the front of the current list.
;   222          0792  2 !-
;   223          0793  2     SCRPTR [SCR_NXT_LINE] = .EDT$$A_FST_AVLN;
;   224          0794  2     SCRPTR [SCR_PRV_LINE] = -1;                 ! For debugging
;   225          0795  2     EDT$$A_FST_AVLN = .SCRPTR;
;   226          0796  2     EDT$$G_MEM_CNT = .EDT$$G_MEM_CNT - 1;
;   227          0797  2 !+
;   228          0798  2 ! Make sure the counter agrees with the data base.
;   229          0799  2 !-
;   230          0800  2
;   231          0801  2     IF 0
;   232          0802  2     THEN
;   233          0803  3         BEGIN
;   234          0804  3
;   235          0805  3         LOCAL
;   236          0806  3             COUNT,
;   237          0807  3             SCRPTR1 : REF SCREEN_LINE,
;   238          0808  3             SCRPTR2 : REF SCREEN_LINE;
;   239          0809  3
;   240          0810  3         COUNT = 0;
;   241          0811  3         SCRPTR1 = .EDT$$A_FST_SCRPTR;
;   242          0812  3         ASSERT (.SCRPTR1 [SCR_PRV_LINE] EQL 0);
;   243          0813  3
;   244          0814  3         WHILE (.SCRPTR1 NEQA 0) DO
;   245          0815  4             BEGIN
;   246          0816  4             COUNT = .COUNT + 1;
;   247          0817  4             SCRPTR2 = .SCRPTR1;
;   248          0818  4             SCRPTR1 = .SCRPTR1 [SCR_NXT_LINE];
;   249          0819  4
;   250          0820  5             IF (.SCRPTR1 NEQA 0)
;   251          0821  4             THEN
;   252          0822  5                 BEGIN
;   253          0823  5                 ASSERT (.SCRPTR1 [SCR_PRV_LINE] EQLA .SCRPTR2);
;   254          0824  5                 ASSERT (.SCRPTR1 NEQA .EDT$$A_FST_SCRPTR);
;   255          0825  4                 END;
;   256          0826  4
;   257          0827  3             END;
;   258          0828  3
```

```
;  259          0829  3          ASSERT (.SCRPTR2 EQLA .EDT$$A_LST_SCRPTR);
;  260          0830  3          ASSERT (.COUNT EQL .EDT$$G_MEM_CNT);
;  261          0831  2          END;
;  262          0832  2
;  263          0833  1      END;                                    ! of routine EDT$$SC_LNDEL

;
                                                                     .TITLE  EDT$SCRNEWDEL EDT$SCRNEWDEL - delete a line fro
                                                                                   m the screen
                                                                     .IDENT  \V04-000\

                                                                     .EXTRN  EDT$$G_MEM_CNT, EDT$$A_BOT_SCRPTR
                                                                     .EXTRN  EDT$$A_EOB_SCRPTR
                                                                     .EXTRN  EDT$$A_TOP_SCRPTR
                                                                     .EXTRN  EDT$$A_CSR_SCRPTR
                                                                     .EXTRN  EDT$$A_FST_AVLN
                                                                     .EXTRN  EDT$$A_FST_SCRPTR
                                                                     .EXTRN  EDT$$A_LST_SCRPTR
                                                                     .EXTRN  EDT$$INTER_ERR

                                                                     .PSECT  _EDT$CODE,NOWRT,  SHR,  PIC,2

                                                07FC 00000           .ENTRY  EDT$$SC_LNDEL, Save R2,R3,R4,R5,R6,R7,R8,-   ; 0660
                                                                             R9,R10
                                  5A 00000000G  00   9E 00002        MOVAB   EDT$$A_FST_AVLN, R10                         ;
                                  59 00000000G  00   9E 00009        MOVAB   EDT$$A_CSR_SCRPTR, R9                        ;
                                  58 00000000G  00   9E 00010        MOVAB   EDT$$A_BOT_SCRPTR, R8                        ;
                                  57 00000000G  00   9E 00017        MOVAB   EDT$$A_TOP_SCRPTR, R7                        ;
                                  56 00000000G  00   9E 0001E        MOVAB   EDT$$A_EOB_SCRPTR, R6                        ;
                                  55 00000000G  00   9E 00025        MOVAB   EDT$$A_FST_SCRPTR, R5                        ;
                                  54 00000000G  00   9E 0002C        MOVAB   EDT$$A_LST_SCRPTR, R4                        ;
                                  51       04   AC   D0 00033        MOVL    SCRPTR, R1                                   ; 0731
                                  52            61   7D 00037        MOVQ    (R1), PREV_ADDR                              ; 0732
                                  51            65   D1 0003A        CMPL    EDT$$A_FST_SCRPTR, R1                        ; 0737
                                                08   12 0003D        BNEQ    1$                                           ;
                                  65            53   D0 0003F        MOVL    NXT_ADDR, EDT$$A_FST_SCRPTR                  ; 0740
                                  50            65   D0 00042        MOVL    EDT$$A_FST_SCRPTR, R0                        ; 0741
                                                60   D4 00045        CLRL    (R0)                                         ;
                                  64            51   D1 00047 1$:    CMPL    R1, EDT$$A_LST_SCRPTR                        ; 0748
                                                09   12 0004A        BNEQ    2$                                           ;
                                  64            52   D0 0004C        MOVL    PREV_ADDR, EDT$$A_LST_SCRPTR                 ; 0751
                                  50            64   D0 0004F        MOVL    EDT$$A_LST_SCRPTR, R0                        ; 0752
                                           04   A0   D4 00052        CLRL    4(R0)                                        ;
                                  51            66   D1 00055 2$:    CMPL    EDT$$A_EOB_SCRPTR, R1                        ; 0759
                                                02   12 00058        BNEQ    3$                                           ;
                                                66   D4 0005A        CLRL    EDT$$A_EOB_SCRPTR                            ;
                                  51            67   D1 0005C 3$:    CMPL    EDT$$A_TOP_SCRPTR, R1                        ; 0765
                                                02   12 0005F        BNEQ    4$                                           ;
                                                67   D4 00061        CLRL    EDT$$A_TOP_SCRPTR                            ;
                                  51            68   D1 00063 4$:    CMPL    EDT$$A_BOT_SCRPTR, R1                        ; 0771
                                                02   12 00066        BNEQ    5$                                           ;
                                                68   D4 00068        CLRL    EDT$$A_BOT_SCRPTR                            ;
                                  51            69   D1 0006A 5$:    CMPL    EDT$$A_CSR_SCRPTR, R1                        ; 0778
                                                02   12 0006D        BNEQ    6$                                           ;
                                                69   D4 0006F        CLRL    EDT$$A_CSR_SCRPTR                            ;
                                                52   D5 00071 6$:    TSTL    PREV_ADDR                                    ; 0784
                                                04   13 00073        BEQL    7$                                           ;
```

```
                         04   A2              53   D0 00075                MOVL    NXT_ADDR, 4(PREV_ADDR)                  ;
                                              53   D5 00079 7$:            TSTL    NXT_ADDR                                ; 0786
                                              03   13 0007B               BEQL    8$                                      ;
                              63              52   D0 0007D               MOVL    PREV_ADDR, (NXT_ADDR)                   ;
                         04   A1              6A   D0 00080 8$:           MOVL    EDT$$A_FST_AVLN, 4(R1)                  ; 0793
                              61              01   CE 00084               MNEGL   #1, (R1)                                ; 0794
                              6A              51   D0 00087               MOVL    R1, EDT$$A_FST_AVLN                     ; 0795
                                  00000000G   00   D7 0008A               DECL    EDT$$G_MEM_CNT                          ; 0796
                                              04   00090                   RET                                             ; 0833

; Routine Size:  145 bytes,    Routine Base:  _EDT$CODE + 0000

;  264          0834  1
;  265          0835  1 !<BLF/PAGE>
```

```
;  267          0836  1 END                                    ! of module EDT$SCRNEWDEL
;  268          0837  1
;  269          0838  0 ELUDOM
```

```
;                                PSECT SUMMARY
;
;       Name                    Bytes                           Attributes
;
;  _EDT$CODE                        145  NOVEC,NOWRT,  RD ,  EXE,  SHR,  LCL,  REL,  CON,  PIC,ALIGN(2)
```

```
;                              Library Statistics
;
;                                        --------  Symbols  --------      Pages       Processing
;       File                             Total     Loaded   Percent      Mapped      Time
;
;  _$255$DUA28:[EDT.SRC]EDT.L32;1          377         12         3          40       00:00.2
;  _$255$DUA28:[EDT.SRC]PSECTS.L32;1         2          1        50           7       00:00.1
```

```
;                                  COMMAND QUALIFIERS

;       BLISS/CHECK=(FIELD,INITIAL,OPTIMIZE)/NOTRACEBACK/LIS=LIS$:SCRNEWDEL/OBJ=OBJ$:SCRNEWDEL MSRC$:SCRNEWDEL.BLI/UPDATE=(ENH$:S
;       CRNEWDEL)

; Size:          145 code + 0 data bytes
; Run Time:        00:14.8
; Elapsed Time:    00:19.6
; Lines/CPU Min:    3390
; Lexemes/CPU-Min: 12133
; Memory Used:  98 pages
; Compilation Complete
```

SCRRESET LIS

SCRRLIN LIS

SCRRELPOS LIS

SCRINSERT LIS

SCRNOSCR LIS

SCRNCOL LIS

SCRMCOL LIS

SCRUPDATE LIS

SCRINIT LIS

SCRNEWINS LIS

SCRREGION LIS

SCRREPMOD LIS

SCRREV LIS

SCRNEWDEL LIS

SCRNOREV LIS

SCRMOVETO LIS

SCRINSMOD LIS